

RETURN FIRE



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SEGA™



SEGA SATURN™

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RETURN FIRE



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YOUR MISSION

In Return Fire, your main objective is to break down and destroy your enemy's defenses, capture the enemy's flag and bring it back safely to your bunker before your opponent captures your flag and brings it back to his bunker.

You can play in either 1 player or 2 player mode. The one player mode is a race against the clock and allows you to practice and hone your skills. The two player mode is where strategies really begin to develop.

Your first task is to locate and destroy each enemy flag tower to reveal the one containing your opponent's flag. In your bunker you have access to a map detailing both your territory and your opponent's territory with all flag towers marked. Once outside your bunker, you no longer have access to the territory map, but you do have access to radar (not in Humvee) that displays a limited view of your surroundings. You are allocated 4 vehicles for transportation around the game. Three of the vehicles - Helicopter, Tank, or Armoured Support Vehicle (ASV) are best suited for searching for the enemy flag and destroying enemy turrets. Once you've found the enemy's flag, transport it safely to your bunker to win.

The 4th vehicle, the Humvee, is the only vehicle that can transport the flag. The Humvee has no armour, so it is very susceptible to enemy fire. You must make a safe passageway for your Humvee by destroying enemy turrets between the flag and your bunker. If your Humvee is destroyed while you're carrying the flag, the flag remains at the location where you were destroyed and you must start again from your bunker with a new Humvee. GOOD LUCK!

MAIN MENU



After viewing the title screen and opening cinematics, the Main Menu appears. Press Up, Down, Left or Right on your Directional Buttons to select one of these four options:

One Player: Training

When you select this option, you'll choose from various scenarios to help you familiarize yourself with each vehicle's weapons and general fighting tactics. You'll go directly to the Map and Level Selection Screen (See **Map and Level Selection**). You'll play as the Brown squad at war with the Green squad.

Two Player: Tournament

Two Players battle on a split screen as they destroy each others fortifications and vehicles. The first player to capture his opponent's flag and return to his own bunker wins the battle. Player 1 plays as the Brown squad and Player 2 as the Green squad. When you select this option, you'll go to the Map and Level Selection Screen (See **Map and Level Selection**).

Weaknesses:

- Less armour than ASV. 19th hit from a turret destroys a tank
- Weaker firepower. Five shots to destroy a turret

The tank is faster than the ASV, and thus has a better chance of avoiding incoming fire. Although it cannot lay mines like the ASV, the tank can turn its turret independently of its body. This allows it to fire in any direction while moving.

The Console

The Tank's console has a RADAR screen, a fuel gauge and an ammunition gauge. Watch your gauges, and make sure you refuel and load up on weapons when needed. Vehicles are seen as markers on RADAR. A "plus sign" indicates a helicopter. A square indicates a Tank, ASV, or Humvee. The marker is brown (Player 1) or green (Player 2). Mines appear as purple dots.

Humvee

Maximum Quantity = 3 (This amount varies based on the selected map's difficulty.)
Ammunition = 16 Grenades

This special vehicle is for retrieving the enemy's flag once it is exposed. The Humvee is the fastest of the vehicles - quick in and quick out. Because the Humvee has been optimized for speed, it carries no weapons other than a crate of grenades. These are effective for clearing the landscape of trees and brush or clearing debris from around the exposed flag. To pick up a flag, just touch the flag with the Humvee. Remember, the Humvee has no armour. One hit, and it's history. Any captured flag will fall to the ground where the Humvee was destroyed.



- The only vehicle that can carry a flag (your flag or the opponent's flag).
- The Humvee is fast.
- This vehicle can drive over deep water by inflating its tyres.

Weaknesses:

- No armour. (One shot will destroy the Humvee)
- Limited firepower. Five grenades to destroy a turret.

There's more to this vehicle that meets the eye. It's amphibious, so the tyres can be inflated or deflated so that the Humvee may traverse water or land. Inflate the tyres while in shallow water by pressing the C Button. When you return to shallow water, press the button again to deflate the tyres.

The Console

While the Humvee does not carry the heavy radar equipment of the armoured vehicles, it does carry a primitive directional beacon. When the Humvee is facing toward the bunker, the light on the dashboard will illuminate bright blue. When the Humvee is facing directly toward the enemy's exposed flag, the beacon will turn green and chime. The crate of grenades and the fuel gauge are also visible in the console.

DAMAGE CONTROL

The Helicopter, Tank, and ASV can each withstand some enemy fire. Their RADAR screens will show you how bad the damage is. As you take direct hits, a red (turning to yellow) filled circle will begin to spread outward on the RADAR screen. The larger the circle, the closer you are to destruction. Get back to your bunker to repair the vehicle. Because the Humvee has no RADAR and can take only one hit before it's destroyed, there's no warning before destruction.

GROUND TARGETS AND DEPOTS



The Flag

Use your helicopter, Tank, or ASV to search for the enemy's flag. Once you find the flag and the area is secure, use your Humvee to capture it, then return to your bunker.



The Bunker

Return to your bunker to select another vehicle, repair and reload, or deliver the enemy's flag and celebrate your victory.



The Flag Tower

There is only one flag hidden in one of your enemy's towers. There can be many towers, so destroy each one until you find the flag. Be careful, the towers can be protected heavily by turrets.



Gun Turrets

Eliminate these turrets from the area surrounding the towers, so you can drive your Humvee in safely to capture the flag. Turrets have the capability to destroy air, ground and floating targets.



Fuel

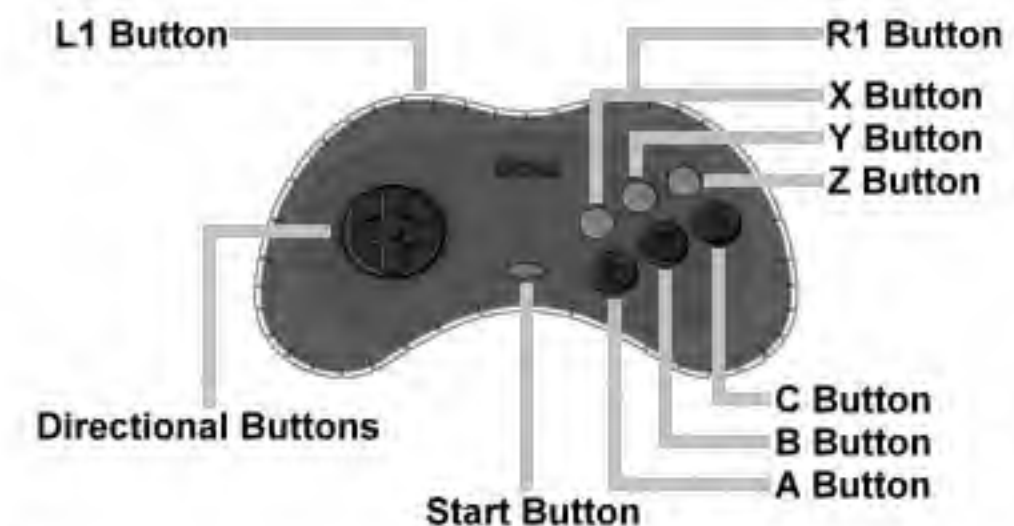
Ammo

Fuel and Ammo Depots

When your Tank, ASV, or Humvee is low on fuel or ammo, pull up next to the depots, and they will be replenished. Your helicopter must return to your bunker to refuel and replenish ammo. Don't sit still too long while refueling or reloading. Enemy drones will find you on their RADAR and attack.

GENERAL CONTROLS

Here are the Directional buttons for *Return Fire*. Familiarize yourself with them before you begin play.



Control Reference

While in the bunker:

Highlight a vehicle	= Directional buttons Up, Down, Left, Right
Select a vehicle	= A Button
View map	= B Button
Vehicle information	= C Button

While on the battlefield:

Ground Fire/Grenade	= A Button
Air Fire	= B Button
Inflate/Deflate Tyres	= C Button
Switch Weapons,	
Drop Mines or	= C Button
Center Turret/Drop Flag	
Toggle Screen/Fullscreen	= X Button
Zoom Out	= Y Button
Zoom In	= Z Button

Default Movement:

Forward	= Directional buttons Up
Backward	= Directional buttons Down
Lateral Left	= Directional buttons Left
Lateral Right	= Directional buttons Right
Turn/Rotate Helicopter	
Left or Aim Tank Turret	= L1 Button
Turn/Rotate Helicopter	
Right or Aim Tank Turret	= R1 Button

Drive or fly your vehicle over the bunker to make the bunker doors illuminate, then press one of your Fire buttons (A, B or C Button).

SYSTEM CONTROLS

Quit Game	= Start Button & choose door icon
Pause Game	= Start Button

THE BUNKER



At this underground bunker screen, you'll choose from four vehicles to begin your attack. Within the bunker, you can view a detailed map of enemy strongholds and the surrounding terrain.

To view a map of the battlefield:
Press the **B Button** (See **Land Navigation**).

To view the status of any of your vehicles:

Press the **C Button**. While this screen is up, you may also change the steering configuration. Press the Directional Button **Right** to select the other steering option: Vehicle Relative - This is the default setting. Pressing the Directional Button's **Up** button moves the vehicle forward, and pressing **Back** moves it in reverse. **Left** and **Right** steers the vehicle.

Screen Relative - Pressing the Directional Buttons **Up** button moves the vehicle toward the top of the screen, and pressing **Back** moves it toward the bottom. **Left** and **Right** steers the vehicle to those sides of the screen.

VEHICLE SELECTION



Inside your underground bunker are up to four vehicles to choose from - Helicopter, Tank, ASV (Armoured Support Vehicle), and Humvee (See **The Vehicles** for details on all four). Press Directional Buttons **Up**, **Down**, **Left**, **Right** to cycle through and highlight each vehicle.

To select a vehicle:
Highlight the vehicle you want, then press the **A Button**. The vehicle will move onto the elevator and rise out of the bunker.

Note: As you play Return Fire, you may lose all the vehicles of a certain type. If so, the slot where that vehicle would have been displayed will be empty. Some maps actually start without certain vehicles.

RETURNING TO THE BUNKER

During your campaign, you'll want to return to your Bunker for repairs or to select a different vehicle. To do so, drive or fly your vehicle directly over the top of the Bunker. When the Bunker's doors start to illuminate, press the **A Button** to open the doors and enter. This process is quite simple for the ground vehicles, but it takes a bit of practice to position your helicopter.

LAND NAVIGATION

No war can be fought without information about the battle arena. In Return Fire, you have access to terrain data collected by your unit's Intelligence Gathering Division (IGD). This data includes the following:

- The outline of the island(s) on which you will be fighting
- The location of your bunker, as well as the enemy's if you're in Tournament mode
- The positions of the turrets
- Walls surrounding built-up areas and cities
- All flag-towers
- The location of the flags (once they have been exposed)

An entire map of the war zone is available from the bunker (See **The Bunker**). The IGD is constantly updating this data, but since there are limits to communications, you can only see the full map while in the bunker.

The Helicopter, Tank and ASV each have RADAR installed on their consoles. The RADAR screens will only show information about your immediate area, so study your map before you leave the bunker.

Note: Special provisions have been made for deserters. Do not leave the bounds of your assigned sector! You have been warned!

THE VEHICLES

You have been assigned four types of vehicles to assist you in reaching your objective. (See **Controls** for weapon and driving controls.) Here are the vehicles:

Helicopter

Maximum Quantity = 3 (This amount varies based on the selected map's difficulty.)
Ammunition = 96 Shells, 48 Missiles



Fuel Gauge
RADAR
Missiles
Rounds

Strengths:

- Flies straight to the target
- The only vehicle that can destroy mines.
- Great firepower with the missiles.
- 2 shots will destroy a turret

Weaknesses:

- Limited armour. Direct hits from enemy missiles and rounds will affect your control and inflict heavy damage. Keep an eye on your damage control.
- Uses gas quickly
- Cannot refuel or rearm unless you return to the bunker

Although your ground forces are superior, this special helicopter is an excellent weapon for quick and decisive manoeuvres, including:

- Anti-armour missions
- Forward area intelligence gathering
- Bombing of strategic targets
- General harassment of the enemy

These helicopters are fast. They also have two separate weapons systems that can be switched while in battle if needed. Press the **C Button** to switch between the two. These would make excellent weapons of war if their armour weren't so light. Eleven direct hits from a turret, and this bird goes down.

The Console

The helicopter's console consists of a RADAR screen, a fuel gauge and two weapons gauges (Rounds displayed on the bottom and Missiles on the right). When you switch between weapons, the selected weapon will illuminate. The RADAR screen has eight blue hash marks surrounding it. When a hash mark illuminates, it indicates the direction of your enemy.

Armoured Support Vehicle (ASV)

Maximum Quantity = 3 (This amount varies based on the selected map's difficulty.)

Ammunition = 64 Missiles



Ammo
Mines
RADAR
Fuel Gauge

Strengths:

- More armour than a tank. 26th hit from a turret destroys an ASV
- More firepower. Three shots to destroy a turret
- The only vehicle that can lay mines

Weaknesses:

- Travels slower than a tank
- Fires slower than a tank
- Uses more gas than a tank

The ASV has the strongest armour and weapons of any of your vehicles. It can even lay mines (2-Player only) to thwart the enemy's efforts. However, the additional armour and munitions slow this vehicle down.

The Console

The ASV's console consists of a weapons gauge, fuel gauge, a mine gauge and RADAR. Vehicles are represented by a marker on RADAR. A "plus sign" indicates a helicopter. A square indicates a Tank, ASV or Humvee. The marker is brown or green, corresponding to Player 1 or Player 2. Mines appear as purple dots. The mines gauge always reads empty in one player mode. If you lose an ASV in two player mode, you lose all the mines the ASV was carrying.

Tank

Maximum Quantity = 3 (This amount varies based on the selected map's difficulty.)

Ammunition = 92 Shells



Strengths:

- Travels faster than an ASV
- Fires faster than an ASV
- The turret can be rotated 360° to continue shooting at a target while you are moving

RADAR

Fuel Gauge

Ammunition

SOUND

The sound option displays a bugle. Press the **A Button** to cycle the game's volume level to one of three available settings: **Full**, **medium**, or **off**.

HELP (?)

Select this option to view the On-line help files. They may help answer any questions you may have before you begin. If the Help files don't answer your questions, refer to this manual.

Languages

The Language Screen appears when you first select the Help option. Press the Directional Buttons **Up**, **Down**, **Left** or **Right** to highlight the flag that corresponds to the language you want. The default is English (American Flag). Press the **A Button** to make your selection, and view the Help Screen. Various icons are displayed on the bottom of the Help Screen. Press your Directional Buttons **Left** or **Right** to highlight the specific help you need. the information will appear above. Here are the icons and how they help:

- **Flag Icon** - The game's objective is detailed. Press Directional Buttons **Down** to scroll through the entire document.
- **Helicopter** - Directional Buttons controls for the helicopter.
- **Tank** - Directional buttons controls for the Tank.
- **ASV** - Directional Buttons controls for the ASV.
- **Humvee** - Directional Buttons controls for the Humvee.
- **Bunker** - Detailed controls for the Bunker, Inventory Munitions and Directional Buttons configurations are displayed. Press Directional Buttons **Down** to scroll through the entire document.
- **Directors Chair** - Developer credits and legal notices.

MAP AND LEVEL SELECTION



The Level Selection Screen lets you choose from eighteen different difficulty levels. Each level consists of several maps of the battle terrain. Press Directional Buttons **Left** or **Right** to view maps in the above screen. Press your Directional Buttons **Up** or **Down** to select from the available levels. When you've found the map you want, press the **A Button** to start the game at the Bunker Screen (see **The Bunker**)

Notes:

- The red coloured levels may only be accessed using a password given following your last completed level (See **What's the Password?**, for details).
- If you're using a memory card, the game will automatically leave the completed levels green, and you won't have to enter a password.
- If you attempt to save to a full Memory card, you will hear a low-pitched buzz sound informing you that you will not be able to save your game. In this situation make sure you write down the password offered as an alternative. If you do have enough free blocks on your Memory card, you will hear a high-pitched ding, informing you that your save has been made successfully.